The Sims House Party Mechanical Bull Object Development Story by Lead Animation of The Sims, Eric Hedman, part 1
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Community: r/thesims1
Posted by: u/LizaKhajiit
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COMMENTS (1 fetched)

[u/vertexnormal] [7 pts] [Aug 17, 2026]
God I haven’t seen Irk in 20 years, he hasn’t changed!

[u/LizaKhajiit] [5 pts] [Aug 17, 2026]
Hi, vertexnormal!

It’s really great to have you here in the community. I wanted to say how much I appreciate Eric’s (Irk) openness - it’s truly amazing how willing he is to share behind-the-scenes information about the development history of The Sims. It makes such a difference for those of us who love exploring this era!

Also, since you have such a wealth of experience, I was wondering if you might recognize this piece of concept art by Steve Kody’s portfolio? It depicts a mechanical bull for The Sims 2. Do you happen to remember anything about its development or why it might have been concepted, or why it was discarded? I’d love to learn any details you might recall.

Here is link to Steve Kody’s portfolio:
https://web.archive.org/web/20131127115832/http://www.stevekody.com/portfolio/index.html#

https://preview.redd.it/l1hes2suzzjh1.jpeg?width=792&format=pjpg&auto=webp&s=5477fee44bfb8b57be0a74a5a9973a0832d3b053

[u/vertexnormal] [6 pts] [Aug 18, 2026]
I’m amazed at how much detail Irk remembers, I certainly don’t remember how the TS1 assets were constructed. Irk was the ’art director’ on Hot Date and House Party, a team that was really thrown together because they cancelled SimsVille and EA needed some revenue to fill the gap. I only put his title in quotes because that was his functional role but I don’t know if the team was actually that well defined. I was hired for SimsVille about 2 weeks before it was canned, so I was moved to House Party as character artist. Eric Chin did many

of the more iconic characters but I did the rest - having never done character art before. I don’t think I did any environment modeling, which is why Irks explanation is extra fascinating to me. I did go on to do much of the environment modeling on TS2 and TS3.

I haven’t heard from Steve in years, it was a surprise to even see his name. I didn’t become lead until EP3 (I think) so I wasn’t privy to why that asset wasn’t made. As with all things in the Sims franchise I am pretty sure it was cut because of time, in particular animation time. A modeler could have built it out in a week but it would take weeks of animation time, none of it being easily borrowed or reused.

There are many people from those days I have no contact with mostly because they don’t have social media (or maybe they just don’t like me), but there are many others I still see from time to time and are my best friends to the point of being family.

[u/notafanofmaluma] [2 pts] [Aug 18, 2026]
Wow, it’s amazing we can now freely hear all the background information on TS1’s development!! It’s such an special game...

Id it’s not a bother to you, can you share something about SimsVille?? I’m guessing the answer is "no" since that game was somewhat barebones when it was cancelled. But I find it veey interesting anyways!

[u/HotCryptographer2090] [2 pts] [Aug 18, 2026]
Hey Michael! Thank you so much for your comments!

If you happen to remember, do you recall which House Party and Hot Date characters or skins you personally made, as opposed to Eric Chin?

[u/vertexnormal] [2 pts] [Aug 18, 2026]
Not a detailed list no, Eric made all the hero/npc skins and I did most of the filler/player skins.